<u>IN THE CLAIMS</u>:

The following is a complete listing of the claims, and replaces all earlier listings and all earlier versions.

1.   (Currently Amended) An image editing apparatus comprising:

input means for inputting image data ~~consisting of~~ <u>having</u> shape data and texture data;

separation means for separating the image data into the shape data and texture data;

shape manipulation means for transforming the shape data separated from the image data by said separation means so as to change a shape represented by the shape data; and

texture manipulation means for transforming the texture data in conformity with result of transformation by said shape manipulation means.

2.   (Previously Presented) The apparatus according to claim 1, further comprising display means for displaying shape data that has been transformed by said shape manipulation means.

3.   (Previously Presented) The apparatus according to claim 1, further comprising display means for displaying an image based upon shape data that has been

transformed by said shape manipulation means and texture data that has been transformed by said texture manipulation means.

4. (Original) The apparatus according to claim 1, wherein shape data and texture data constituting the image data input by said input means have been encoded, and said separation means further includes decoding means for decoding the encoded shape data and texture data.

5. (Original) The apparatus according to claim 1, wherein the image data input by said input means is image data representing one object of a plurality of objects constituting one screen.

6. (Previously Presented) The apparatus according to claim 1, further comprising encoding means for encoding shape data that has been transformed by said shape manipulation means and texture data that has been transformed by said texture manipulation means.

7. (Currently Amended) An image editing apparatus for editing object image data ~~consisting of~~ having shape data and texture data, comprising:

first manipulation means for transforming shape data based upon a user operation so as to change a shape represented by the shape data;

first display means for presenting a display of the shape data that reflects the transformation performed by said first manipulation means; and

second manipulation means responsive to a predetermined operation, for transforming corresponding texture data in conformity with the manipulation of [[this]] the shape data.

8.   (Previously Presented) The apparatus according to claim 7, further comprising second display means for displaying an image based upon shape data that has been transformed by said first manipulation means and texture data that has been transformed by said second manipulation means.

9.   (Previously Presented) The apparatus according to claim 7, wherein the predetermined operation associated with said second manipulation means is a command for ending an operation for transforming the shape data by said first manipulation means.

10.   (Previously Presented) The apparatus according to claim 7, wherein the predetermined operation associated with said second manipulation means is an operation for switching a shape to be subjected to transformation by said first manipulation means.

11.   (Original) The apparatus according to claim 7, further comprising extraction means for extracting shape data and texture data from object image data and supplying the shape data and texture data to said first and second manipulation means.

12.   (Previously Presented) The apparatus according to claim 7, further comprising selection means for selecting one desired item of object image data if a plurality of items of object image data exist,

wherein said extraction means extracts shape data and texture data from object image data that has been selected by said selection means.

13.   (Previously Presented) An image editing apparatus comprising:

read-out means for reading a bit stream, which has been compressed and encoded, out of a storage device;

separation means for separating the bit stream, which has been read out by said read-out means, into at least a bit stream of shape information and a bit stream of texture information on a per-object basis;

decoding means for decoding, object by object, each bit stream obtained by said separation means, thereby generating shape data and texture data;

manipulation means for manipulating the shape data which has been obtained by said decoding means;

altering means for altering the texture data in conformity with the manipulation of the shape data by said manipulation means;

re-encoding means for re-encoding the shape data that has been manipulated by said manipulation means and the texture data that has been altered by said altering means; and

write means for comparing a bit stream that has been re-encoded by said re-encoding means and the bit stream that has been obtained by said separation means, updating bit streams of portions that have been altered and writing the result to the storage device.

14.   (Currently Amended) An image editing method comprising:

an input step, of inputting image data ~~consisting of~~ having shape data and texture data;

a separation step, of separating the image data into the shape data and texture data;

a shape manipulation step, of transforming the shape data separated from the image data in said separation step so as to change a shape represented by the shape data; and

a texture manipulation step, of transforming the texture data in conformity with result of manipulation in said shape transformation step.

15.   (Previously Presented) The method according to claim 14, further comprising a display step, of displaying shape data that has been manipulated in said shape manipulation step.

16.   (Previously Presented) The method according to claim 14, further comprising a display step, of displaying an image based upon shape data that has been transformed in said shape manipulation step and texture data that has been transformed in said texture manipulation step.

17.   (Previously Presented) The method according to claim 14, wherein shape data and texture data constituting the image data input in said input step have been encoded, and said separation step further includes a decoding step, of decoding the encoded shape data and texture data.

18.   (Previously Presented) The method according to claim 14, wherein the image data input in said input step is image data representing one object of a plurality of objects constituting one screen.

19.   (Previously Presented) The method according to claim 14, further comprising an encoding step of encoding shape data that has been transformed at said shape manipulation step and texture data that has been transformed at said texture manipulation step.

20.   (Currently Amended) An image editing method for editing object image data consisting of having shape data and texture data, comprising:

a first manipulation step, of transforming shape data based upon a user operation so as to change a shape represented by the shape data;

a first display step, of presenting a display of the shape data that reflects the transformation performed in said first manipulation step; and

a second manipulation step, responsive to a predetermined operation, of transforming corresponding texture data in conformity with the manipulation of [[this]] the shape data.

21. (Previously Presented) The method according to claim 20, further comprising a second display step, of displaying an image based upon shape data that has been transformed in said first manipulation step and texture data that has been transformed in said second manipulation step.

22. (Previously Presented) The method according to claim 20, wherein the predetermined operation associated with said second manipulation step is a command for ending an operation for transforming the shape data in said first manipulation step.

23. (Previously Presented) The method according to claim 20, wherein the predetermined operation associated with said second manipulation step is an operation for switching a shape to be subjected to transformation in said first manipulation step.

24.   (Previously Presented) The method according to claim 20, further comprising an extraction step, of extracting shape data and texture data from object image data and supplying the shape data and texture data for use in said first and second manipulation steps.

25.   (Previously Presented) The method according to claim 20, further comprising a selection step, of selecting one desired item of object image data if a plurality of items of object image data exist,

wherein said extraction step includes extracting shape data and texture data from object image data that has been selected in said selection step.

26.   (Previously Presented) An image editing method comprising:

a read-out step, of reading a bit stream, which has been compressed and encoded, out of a storage device;

a separation step, of separating the bit stream, which has been read out in said read-out step, into at least a bit stream of shape information and a bit stream of texture information on a per-object basis;

a decoding step, of decoding, object by object, each bit stream obtained in said separation step, thereby generating shape data and texture data;

a manipulation step, of manipulating the shape data which has been obtained in said decoding step;

an altering step, for altering the texture data in conformity with the manipulation of the shape data in said manipulation step;

a re-encoding step, of re-encoding the shape data that has been manipulated in said manipulation step and the texture data that has been altered in said altering step; and

a write step, of comparing a bit stream that has been re-encoded in said re-encoding step and the bit stream that has been obtained in said separation step, updating bit streams of portions that have been altered and writing the result to the storage device.

27.   (Currently Amended) A storage medium storing a control program for causing a computer to execute image editing, said control program comprising:

code of an input step, of inputting image data ~~consisting of~~ having shape data and texture data;

code of a separation step, of separating the image data into the shape data and texture data;

code of a shape manipulation step, of transforming the shape data separated from the image data in said separation step so as to change a shape represented by the shape data; and

code of a texture manipulation step, of transforming the texture data in conformity with result of transformation in said shape manipulation step after processing in said shape manipulation step ends.

28.   (Currently Amended) A storage medium storing a control program for causing a computer to execute image editing processing for editing object image data consisting of having shape data and texture data, said control program comprising:

code of a first manipulation step, of transforming shape data based upon a user operation so as to change a shape represented by the shape data;

code of a first display step, of presenting a display of the shape data that reflects the transformation performed in said first manipulation step; and

code of a second manipulation step, responsive to a predetermined operation, of transforming corresponding texture data in conformity with the transformation of [[this]] the shape data.

29.   (Previously Presented) A storage medium storing a control program for causing a computer to execute image editing, said control program comprising:

code of a read-out step, of reading a bit stream, which has been compressed and encoded, out of a storage device;

code of a separation step, of separating the bit stream, which has been read out in said read-out step, into at least a bit stream of shape information and a bit stream of texture information on a per-object basis;

code of a decoding step, of decoding, object by object, each bit stream obtained in said separation step, thereby generating shape data and texture data;

code of a manipulation step, of transforming the shape data which has been obtained in said decoding step;

code of an altering step, for altering the texture data in conformity with the manipulation of the shape data in said manipulation step;

code of a re-encoding step, of re-encoding the shape data that has been manipulated in said manipulation step and the texture data that has been altered in said altering step; and

code of a write step, of comparing a bit stream that has been re-encoded in said re-encoding step and the bit stream that has been obtained in said separation step, updating bit streams of portions that have been altered and writing the result to the storage device.